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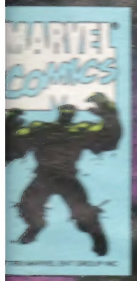

THE INCREDIBLE HULK™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

INSTRUCTION BOOKLET

U.S. GOLD

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WARNING: READ BEFORE USING YOUR NES, SUPER NES OR GAME BOY SYSTEM

A very small proportion of the population may experience epileptic seizures when viewing certain kinds of flashing lights and patterns commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous siezures may, none the less, have an undetected epilectic condition. Consult your physician before playing video games if you, or anyone in your family, has an epileptic condition. IMMEDIATELY discontinue use and consult your physician if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness, and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Super Nintendo Entertainment System ("SNES") and SNES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with SNES games, neither Nintendo nor U.S. Gold Ltd. will be liable for any damage. This situation is not caused by a defect in the SNES or SNES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Introduction

Dr. Robert Bruce Banner™, a top nuclear physicist, was caught in the blast from an atomic explosion while trying to save his close friend **Rick Jones™**. Having been exposed to a massive dose of gamma radiation, **Dr. Banner's** body chemistry was inextricably altered. Now, a mutated, huge green monster with super-human strength, he is – '**The Incredible Hulk™**'...

Scenario

One of **Hulk's** greatest foes, **The Leader™**, has decided that Earth should be conquered and ruled only by someone of his superior intellect.

He has constructed a huge fortress deep within a savage forest and from this base he is building a vast army to march against the nations. This army, however, is not made up from humans, as he distrusts their loyalty. Instead he has manufactured a battalion of robots, which shoot first and don't bother to ask questions. Even more fearsome are the genetically engineered mutants assigned to patrol and protect the nerve centre of his fortress.

With such a formidable taskforce, **The Leader** knows that only the sheer power of **The Hulk** can stop him. Even with his great intellect, he cannot ignore **The Hulk's** brute strength, guile and determination, as previous encounters have seen **The Leader** running for his life.

With this in mind, **The Leader** has enlisted the help of four of **Hulk's** arch rivals - **Rhino™**, **Absorbing Man™**, **Abomination™** and **Tyrannus™** - With their help, **The Leader** is confident that he will finally be rid of his enemy and free to conquer the world...

Starting up your System

1. Make sure your Super NES is OFF.
2. Plug a Control Pad into the port labelled 1 on the Control Deck.
3. Insert **The Incredible Hulk** Game Pak into your Super NES. Press firmly to lock the Game Pak in place.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

4. Turn the power switch ON. Press any button and the Main Menu will appear. You are ready to begin the fight against **The Leader** as **The Incredible Hulk**.

Options Screen

To access this menu, highlight 'Options' and press Start. You can change the difficulty setting (Easy, Normal, Arcade) and listen to Music and Sound FX. To return to the Main Menu highlight **exit** and press Start.

Screen Layout

1. Score
2. Gamma Level
3. No. of Lives
4. No. of Transformations

Energy States

The player exists in one of 4 energy states; **Dr. Banner**, **Hulk**, **Super-Hulk** or **Hulk-Out**.

Super-Hulk - You start the game in **Super-Hulk** mode. Getting hit reduces your Gamma level and when it drops below 40% you are reduced to regular **Hulk** mode.

Hulk - In this energy state you only have a basic set of moves. When your Gamma level rises above 40% you are transformed into **Super-Hulk** mode. If it falls below 5% you turn back into **Dr. Banner**.

Dr. Banner - In this state you cannot fight, although you can enter areas of the map not accessible to **The Hulk**. To turn back into **Hulk** you must collect enough Gamma capsules to restore your Gamma level above 5%.

Hulk-Out - If you pick up a Mega Gamma as **The Hulk**, your Gamma level exceeds 70% and you transform into **Hulk-Out** mode, becoming even more destructive and powerful and acquiring special abilities.

Gamma

To maintain **Hulk** status you need energy surges from Gamma capsules, found in containers scattered around each level. You must destroy these containers to reveal the capsules and walk over them, using the pick-up button (button A) to collect the Gamma energy.

There are 2 types of Gamma - Normal and Mega. Normal Gammas will increase your energy level to a maximum of 70% (or restore **Hulk** status if you have been transformed into **Dr. Banner**). Picking up a Mega Gamma is the only way to take the **Hulk** into **Hulk-Out** mode.

Transformation

You can also pick up Transformation Capsules, hidden throughout each level. These enable you to transform at will from **Hulk** to **Dr. Banner** without losing energy, so that you can explore areas not accessible to **Hulk**.

Hulk's Moves

Walk	Left/Right on D-Pad
Jump	Button B
Crouch	Down on D-Pad
Punch	Button Y
Slap	Up + Button Y
Uppercut	Down + Button Y
Pick-up Object	Button A
Pick-up Object + Throw	Close Proximity + Direction (Left or Right) + Button A
Grab Enemy	Close Proximity
Grab Enemy + Drop	Close Proximity + Button X
Grab Enemy + Throw	Close Proximity + Direction (Left or Right) + Button A
Headbut	Close Proximity + Button Y
Drop	Button X
Transform	Select Button

Super-Hulk Moves

Ceiling Smash	Close Proximity to Grab + Up + Button A
Sonic Clap	Buttons X+A together
Foot Mash	Down/Up/Down + Button X

Hulk-Out Moves

When the **Hulk** is transformed into **Hulk-Out** mode he becomes a savage, uncontrollable beast with immense power. No man has witnessed **The Hulk** in this awesome form and lived to tell the tale, so you will have to figure out how to control him for yourself. .....

Dr. Banner's Moves

Walk	Left/Right on D-pad
Jump	Button B
Crawl	Down + Left/Right on D-pad
Pick-up Object	Button A
Use Weapon	Button Y

Re-start Level

Pause Game (press START), then press X+Y together (you will lose one life)

Level Descriptions

En route to **The Leader's** lair you will encounter five different sections, each

with its own distinguishing characteristics and cast of villains. **Abomination** will challenge you at key points in every section. This formidable foe matches **The Hulk** in strength and durability and may only be defeated by using advanced moves or going **Hulk-Out**.

Extra lives and extra credits are well hidden throughout the game, usually in bonus rooms or places only accessible in **Hulk-Out** mode.

Level 1 City & Construction Site

At the start of the **Hulk's** adventure you find yourself in the middle of a city overrun by **The Leader's** troops.

Bad Guys:

Robots armed with guns and bazookas.

Cement-mixer man - a construction worker.

Abomination

The Boss: **Rhino**

Rhino is waiting for you at the end of the Construction level. He will charge at you fiercely, but the right blows should easily defeat him.

Gamma Containers: Wooden crates

Other objects: Phone booths and Jeeps, to be picked up and thrown. (*Note: Jeeps can only be picked up in* ***Hulk-Out*** *mode.*)

Level 2 Tyrannus' Labyrinth

Leaping out of the city, **Hulk** lands in a deserted forest glade. Suddenly the ground gives way and you tumble into the mystical labyrinth of **Tyrannus**.

Bad Guys:

Deadly Romans wielding tridents and swords. These guys have been magically evolved from stone statues to blast you with powerful bolts of energy.

Abomination

The Boss: **Tyrannus**

Deep within the labyrinth, **Tyrannus** waits to enchant and destroy you with his powers. When **Tyrannus** disappears, the whole lair shakes violently and you can use falling marble blocks to create platforms and throw at the villain when he re-appears.

Gamma Containers: Mystical Grecian urns. When a wave of electric force crawls over the urns, smash them to reveal Gamma capsules.

Other objects: Broken pieces of pillar can be picked up and thrown.

Level 3 The Leader's Fortress

Defeat **Tyrannus** and you reach **The Leader's** Fortress to fight the evil genius in person. The hi-tech hideaway lies deep within a sinuous cave atop a snowy peak, protected by a radical defence system that would deter any intruder. But

The Incredible Hulk is not just any intruder.

Bad Guys:

Robots - but this time they are deadlier.
Hover Guns - float around the fortress firing laser bolts.

Abomination

The Boss: **Absorbing Man**

Absorbing Man guards a long passageway leading to **The Leader's** interior. Beware of his ball and chain. It will take a sharp mind, not brute strength, to defeat this villain.

Gamma Containers: Metal crates

Level 4 **The Leader's Interior**

Destroy **Absorbing Man** and you finally face **The Leader**. But as you stride towards him he reaches to the wall and throws an ominous-looking switch. Blue rays leap from the floor and freeze **Hulk** as the screen turns black. The scene gradually fades back into view to reveal that you have been teleported deep into the heart of the villain's lair, where his evil robots are assembled.

You must battle through this bizarre bio-mechanical factory against a troop of strange assailants and then navigate the tortuous maze to find the maniac at the heart of the complex. However, before you can get at the fiendish genius behind this devilish plot, **Hulk** must first destroy the chemical brain controlling the horrific production-line of death.

Bad Guys:

Lizards - vicious, prowling reptiles of all sizes with lethal slashing claws and a spit of deadly acid.

Slugs - ugly beasts that slither along the ground and bite at your legs, sapping your energy level.

Abomination

The Boss: **The Brain**

A chemical brain that acts as a biological computer for the entire fortress. As you approach **The Brain** it releases an onslaught of smaller brains that attack you. The main brain sparks with electricity and the scourge of **Abomination** appears to challenge you again. Crush these adversaries and then demolish **The Brain** with a killer blow to its 'achilles heel' (of course we're not going to tell you where it is!).

Gamma Containers: Kidneys - bouncing humanoid organs - very difficult to hit because they're so small, they need a good thumping before the contents are relinquished.

Other objects: Spiky tusks spring from the ground to impale you.

Level 5 **Final Confrontation**

This is it - **The Leader** awaits. But first you must break down his last line of defence. Sounds easy? Think again!

Make it to the inner sanctum for the ultimate showdown with **The Leader**. Will you finally get your hands on the wicked fiend or has he got more tricks up his sleeve?

There's only one way to find out - take control of **The Incredible Hulk** and begin your quest...

Collectables

GAMMA CAPSULES

MEGA GAMMA

TRANSFORMATION CAPSULES

GUN

EXTRA LIFE

EXTRA CREDIT

EXTRA TIME

Character Profiles

The Incredible Hulk

Real Name:	**Dr. Robert Bruce Banner**
Height:	7 feet 6 inches
Weight:	1,150 lbs
Eyes:	Green
Hair:	Green
Intelligence:	Genius
Strength:	Super-human
Speed:	Enhanced human
Stamina:	Meta-human
Durability:	Super-human
Agility:	Normal
Reflexes:	Athlete
Fighting Skills:	Good hand-to-hand combatant.
Super-human Powers:	Super-human strength, stamina and durability.

Limitations: ..... Reverts to Dr. Banner persona at intervals.

Source of Power: ..... Exposure to gamma radiation.

Dr. Robert Bruce Banner

Other Identity: ..... **The Incredible Hulk**

Height: ..... 5 feet 9½ inches

Weight: ..... 128 lbs

Eyes: ..... Brown

Hair: ..... Brown

Intelligence: ..... Genius

Strength: ..... Normal

Speed: ..... Normal

Stamina: ..... Normal

Agility: ..... Normal

Reflexes: ..... Normal

Fighting Skills: ..... None

Special Skills: ..... Extensive knowledge of physics.

The Leader

Real Name: ..... **Samuel Sterns**

Height: ..... 5 feet 10 inches

Weight: ..... 140 lbs

Eyes: ..... Green

Hair: ..... Black

Other Features: ..... Green skin, misshapen head with an enlarged brain.

Intelligence: ..... Extraordinary genius

Strength: ..... Normal

Speed: ..... Normal

Fighting Skills: ..... A little knowledge of hand-to-hand combat.

Special Skills: ..... Knowledge of genetics, physics and robotics.

Source of Power: ..... Caught in explosion of gamma-irradiated waste; self-exposure to gamma rays.

Tyrannus

Real Name: ..... **Tyrannus**

Height: ..... 6 feet 2 inches

Weight: ..... 225 lbs

Eyes: ..... Light Brown

Hair: ..... Blond

Intelligence: ..... Genius

Strength: ..... Athlete

Speed: ..... Athlete

Agility: ..... Athlete

Reflexes: ..... Athlete

Fighting Skills: ..... Excellent hand-to-hand combatant, trained in swordsmanship and combat skills.

Special Skills: ..... Knowledge of sorcery, mind control of others and telepathy, the power of flight, the ability to emit energy blasts, super-human longevity and youth.

Special Limitations: ..... Dependent on 'Fountain of Youth' in Subterranea to maintain his youth and immortality.

Source of Powers: ..... Cobalt 'Flame of Life' in El Dorado, 'Fountain of Youth' in Subterranea.

Rhino

Real Name: ..... **Unknown**

Height: ..... 6 feet 5 inches

Weight: ..... 710 lbs

Eyes: ..... Brown

Hair: ..... Brown

Strength: ..... Super-human

Speed: ..... Super-human

Agility: ..... Normal

Reflexes: ..... Normal

Fighting Skills: ..... Good hand-to-hand combatant.

Source of Power: ..... Mutagenic chemical and radiation treatment, including Gamma-ray bombardment.

Costume Specifications: ..... Thick polymer mat, similar to rhinoceros hide, which is highly resistant to damage and temperature extremes. Two horns made of the same material project from the head of the costume.

Absorbing Man

Real Name: ..... **Carl 'Crusher' Creel**

Height: ..... 6 feet 4 inches

Weight: ..... 365 lbs

Eyes: ..... Blue

Hair: ..... Bald

Intelligence: ..... Normal

Strength: ..... Variable

Speed: ..... Variable

Agility: ..... Variable

Reflexes: ..... Variable

Fighting Skills: ..... Excellent hand-to-hand combatant.

Super-human Powers: ..... Ability to assume the physical properties of anything he touches, while retaining his human sentience, mobility and power of speech. This meta-morphic duplication extends to both animate and inanimate objects and to various forms of energy. He can also absorb specific properties of objects (e.g. the spikes of a mace). If his body is damaged in a non-human state he can re-assemble himself over a period of time and return to human form.

Special Limitations: ..... There are undefined limits to the amount of power that he can absorb.

Source of Power: ..... Magic

Personal Weaponry: ..... A prison ball and chain he was wearing at the time of his original mutation, which magically transforms with his body.

Abomination

Real name: ..... **Emil Blonsky**

Height: ..... 6 feet 8 inches

Weight: ..... 980 lbs

Eyes: ..... Green

Hair: ..... None

Other Features: ..... Green skin, two toes on each foot, webbed ears, rigged brow, melted-looking skin.

Intelligence: ..... Normal

Strength: ..... Super-human

Speed: ..... Normal

Stamina: ..... Super-human

Agility: ..... Normal

Durability: ..... Super-human

Fighting Skills: ..... Basic hand-to-hand combat techniques.

Super-human Powers: ..... Super-human strength, stamina and durability.

Source of Power: ..... Exposure to gamma radiation.

Limited Warranty

U.S. Gold reserves the right to make improvements in the product described in this manual, at any time and without notice. U.S. Gold makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness of any particular purpose. If any defect arises during the ninety day limited warranty on the product itself (i.e. not the software program, which is provided "as is") return it in its original condition to the point of purchase.

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